

AMENDMENTS TO THE CLAIMS

Please cancel claim 5 without prejudice or disclaimer to the subject matter therein.

Please amend claims 1, 2, 6 – 12, and 14; and add new claims 15 and 16 as follows.

1. (Currently Amended) A game system comprising a first game execution apparatus and a second game execution apparatus that have a different internal structure from each other, wherein the first game execution apparatus includes:

- a first program reading unit operable to read, from a first game recording medium, a first game program that indicates a procedure of a game;

- a first character reading unit operable to read, from a portable recording medium, character data that indicates ~~a characteristic~~ an attribute of a character that appears in the game;

- a first input unit operable to receive an inputting operation from a user; and

- a first game execution unit operable to proceed with the game according to the inputting operation received at the first input unit and the procedure indicated by the first game program, and ~~make to cause~~ the character to appear in the game in accordance with the character data read by the first character reading unit, and

the second game execution apparatus includes:

- a second program reading unit operable to read, from a second game recording medium, a second game program that indicates the procedure of the game;

- a second character reading unit operable to read the character data from the portable recording medium;

- a second input unit operable to receive an inputting operation from the user; and

- a second game execution unit operable to proceed with the game according to the inputting operation received at the second input unit and the procedure indicated by the second game program, and ~~make to cause~~ the character to appear in the game in accordance with the character data read by the second character reading unit, wherein

the character has a plurality of attributes, and to each of which a game execution apparatus is assigned for permitting a change of the attributes.

the first game execution apparatus and the second game execution apparatus each respectively further comprise:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the assigned game execution apparatus, and

in accordance with the read permission information, the first game execution unit and the second game execution unit each respectively change the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibit an attribute not permitted to be changed by the game execution apparatus from being changed.

2. (Currently Amended) A game execution apparatus that proceeds with a game according to a game program, comprising:

a program reading unit operable to read, from a game recording medium, a game program that indicates a procedure of a game;

a character reading unit operable to read, from a portable recording medium, character data that indicates ~~a characteristic~~ an attribute of a character that appears in the game;

an input unit operable to receive an inputting operation from a user; and

a game execution unit operable to proceed with the game according to the inputting operation and the procedure, and ~~make to cause~~ the character to appear in the game in accordance with the character data, wherein

the character has a plurality of attributes, and to each of which a game execution apparatus is assigned for permitting a change of the attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the assigned game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed.

3. (Original) The game execution apparatus of Claim 2, further comprising:
 - a request unit operable to request the character data from a server apparatus;
 - an obtaining unit operable to obtain the character data from the server apparatus via a network; and
 - a writing unit operable to write the obtained character data to the portable recording medium.
4. (Original) The game execution apparatus of Claim 2, further comprising:
 - an authentication unit operable to check authenticity of the portable recording medium, wherein
 - the character reading unit reads the character data when the authenticity has been ensured.
5. (Canceled)
6. (Currently Amended) The game execution apparatus of Claim [[5]] 2, further comprising:
 - a character writing unit operable to, when the game execution unit changes the ~~character's characteristic~~ attribute of the character, overwrite the character data in the portable recording medium with after-change character data that indicates a ~~characteristic~~ the attribute of the character after being changed, wherein
 - the character reading unit further reads the after-change character data from the portable recording medium, and
 - the game execution unit changes the ~~character's characteristic~~ attribute of the character as the game proceeds, in accordance with the read after-change character data.
7. (Currently Amended) The game execution apparatus of Claim [[5]] 2, further comprising:
 - a writing unit operable to write the read permission information to the portable recording medium.

8. (Currently Amended) The game execution apparatus of Claim [[5]] 2, wherein
the game recording medium further stores therein a degree of change allowed ~~[[on]]~~ to
the ~~character attribute~~, in association with the permission information, and
the game execution unit changes the ~~character's characteristic~~ attribute of the character as
the game proceeds, in accordance with the degree of change stored in the game recording
medium.
9. (Currently Amended) A portable recording medium comprising:
a storage unit that stores therein character data that indicates ~~a characteristic~~ an attribute
of a character that appears in a game;
an authentication unit operable to check authenticity of a game execution apparatus; and
an output unit operable to, when the authenticity has been ensured, read the character data
from the storage unit and output the read character data to the game execution apparatus, wherein
the character has a plurality of attributes, and to each of which a game execution
apparatus is assigned for permitting a change of the attributes,
the portable recording medium stores therein permission information for each of a
plurality of game execution apparatuses, the permission information indicating which attribute
from the plurality of attributes is permitted to be changed by the assigned game execution
apparatus.
10. (Currently Amended) A game execution method used by a game execution apparatus that
proceeds with a game according to a game program that indicates a procedure of the game, the
game execution method comprising:
~~a program reading step of~~ reading, from a game recording medium, a game program that
indicates a procedure of a game;
~~a character reading step of~~ reading, from a portable recording medium, character data that
indicates ~~a characteristic~~ an attribute of a character that appears in the game;
~~an input step of~~ receiving an inputting operation from a user; and
~~a game execution step of~~ proceeding with the game according to the inputting operation
and the procedure, and ~~making~~ causing the character to appear in the game in accordance with
the character data, wherein

the character has a plurality of attributes, and to each of which a game execution apparatus is assigned for permitting a change of the attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the assigned game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed.

11. (Currently Amended) A game execution program used by a game execution apparatus that proceeds with a game according to a game program that indicates a procedure of the game, the game execution program ~~have~~ causing the game execution apparatus to execute a method, comprising:

~~a program reading step of~~ reading, from a game recording medium, a game program that indicates a procedure of a game;

~~a character reading step of~~ reading, from a portable recording medium, character data that indicates ~~a characteristic~~ an attribute of a character that appears in the game;

~~an input step of~~ receiving an inputting operation from a user; and

~~a game execution step of~~ proceeding with the game according to the inputting operation and the procedure, and ~~making~~ causing the character to appear in the game in accordance with the character data, wherein

the character has a plurality of attributes, and to each of which a game execution apparatus is assigned for permitting a change of the attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the assigned game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and

prohibits an attribute not permitted to be changed by the game execution apparatus from being changed.

12. (Currently Amended) The game execution program of Claim 11, further having the game execution apparatus to execute:

~~a request step of requesting the character data from a server apparatus;~~

~~an obtaining step of obtaining the character data from the server apparatus via a network;~~

and

~~a writing step of writing the obtained character data to the portable recording medium.~~

13. (Original) The game execution program of Claim 12, being recorded in a computer-readable recording medium.

14. (Currently Amended) A computer-readable recording medium that stores therein a game execution program used by a game execution apparatus that proceeds with a game according to a game program, the game program indicating a procedure of the game, wherein

the game execution program has the game execution apparatus to execute a method, comprising:

~~a program reading step of reading, from a game recording medium, a game program that indicates a procedure of a game;~~

~~a character reading step of reading, from a portable recording medium, character data that indicates a characteristic~~ an attribute of a character that appears in the game;

~~an input step of receiving an inputting operation from a user; and~~

~~a game execution step of proceeding with the game according to the inputting operation and the procedure, and making causing the character to appear in the game in accordance with the character data, wherein~~

the character has a plurality of attributes, and to each of which a game execution apparatus is assigned for permitting a change of the attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the assigned game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed.

15. (New) The game execution apparatus of Claim 2, wherein

the game recording medium further stores therein permission information for the game execution apparatus, and

the permission information reading unit reads the permission information from the game recording medium.

16. (New) The game execution apparatus of Claim 2, wherein

the portable recording medium further stores therein permission information for each of a plurality of game execution apparatuses,

the permission information reading unit reads the permission information from the portable recording medium, and

in accordance with permission information for the game execution apparatus, the game execution unit changes each of the attributes, or prohibits each of the attributes from being changed.